

Business Requirement Document

LYNC Digital School

VERSION AND APPROVALS

VERSION HISTORY			
Version #	Date	Revised By	Reason for change
1	14-11-2016	Nitisha	

This document has been approved as the official Business Requirements Document for Lync School Global, and accurately reflects the current understanding of business requirements. Following approval of this document, requirement changes will be governed by the project's change management process, including impact analysis, appropriate reviews and approvals.

DOCUMENT APPROVALS			
Approver Name	Project Role	Signature/Electronic Approval	Date
Anusha	Business Analyst		16-11-2016
Keren	Business Analyst		

PROJECT DETAILS

Project Name	Lync Digital School
Project Type	<i>Product</i>
Project Start Date	16-11-2016
Project End Date	01-01-2017
Project Sponsor	Digital Lync
Primary Driver	Bala
Secondary Driver	Keren/Anusha
Division	Education
Project Manager/Dept	Bala

OVERVIEW

The overview of the project is to create an educational portal which provides online training sessions on the latest technologies to aspiring students. The following are to be incorporated into the web portal.

- Course catalog
- Courses enrolled
- Assignments
- Feedback
- Tests
- Results

DOCUMENT RESOURCES

Name	Business Unit	Role
Nitisha	Management	Director
Bala	Management	Director
Anand	Technical	Technical manager
Naveen	Designer	Technical Lead
Sanjeevini	Management/Technical	Project Technical Lead
Keren	Management	Documentation of Project
Anusha	Management	Documentation of Project

PROJECT OVERVIEW

4.1 Project Overview and Background

The vision of the Project is to Provide a learning platform for graduates as well as undergraduates. This initiative was to provide students with excellent online learning services where students have an elaborate platform to collaborate, communicate and present.

4.2 Project Dependencies

Project is dependent on the availability of the developers and the third party contractors.

4.3 Stakeholders

The following comprises of the internal and external stakeholders whose requirements are represented in this document:

	Stakeholders
1.	Mani Kona
2.	Nitisha
3.	Bala
4.	Shashi
5.	Freelancers
6.	In-House developers
7.	Design team
8.	Testing team

KEY ASSUMPTIONS AND CONSTRAINTS

5.1 Key Assumptions and Constraints

#	Assumptions

#	Constraints

Business Requirement

LYNC SCHOOL HOME PAGE DOCUMENT

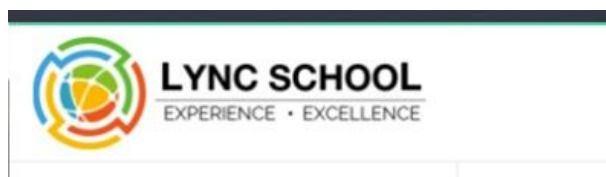
1. HEADER

1.1 Logo

1.1.1 Logo should be on the top left.

1.1.2 Lync School should be present in bold black color beside the Lync School Logo.

1.1.3 The look of the logo includes a line drawn below 'Lync school' and the Statement "Experience Excellence" (written in black color) has been incorporated as part of the logo.



1.2 Login

1.2.1 Login should be on the top right corner of the page beside the search bar



LOGIN

USERNAME

PASSWORD

SIGN IN

forgot password?

Don't have a account?Sign up

or sign in with one of these services

FACEBOOK

GOOGLE

GEORGIA TECH

After login, if the person doesn't have an account,there should be "Doesn't have an account? sign up" button which redirects to a new page to get registered.

REGISTER

Create Your Student Account

FIRST NAME

LAST NAME

EMAIL

PASSWORD

CONFIRM PASSWORD

SIGN UP

or sign up with one of these services

FACEBOOK

GOOGLE

1.2.2 A search bar should be present on the top right of the page beside the menu tabs.

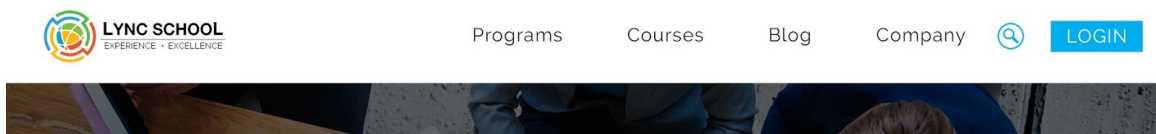
2. MAIN MENU

2.1 Programs

2.2 Courses

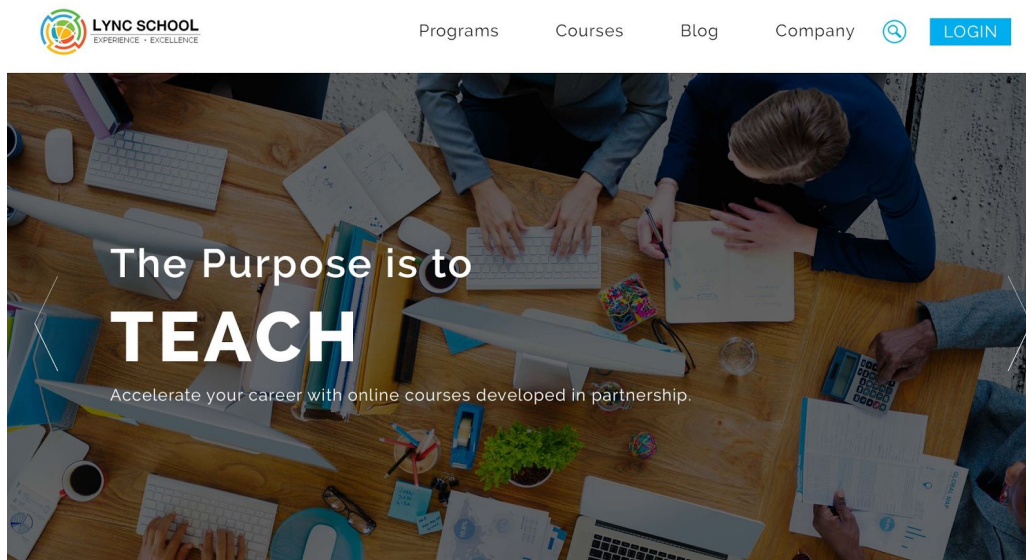
2.3 Blog

2.4 Company



3. BODY

3.1 Main Image Slider with content (Covers the entire page view section) the main image slider consists of the images sliding along with the content present on the image.





3.2 WELCOME TO LYNC SCHOOL:

This section is placed below the image slider. The Layout of the section consists of the different sectors involved with Lync School.

When we Click on any of the subheadings below it redirects to a new page.

3.2.1 Mission

The mission of the company is present and a “learn more” button is placed below it.

3.2.2 Vision

The vision of the company is present and a “learn more” button is placed below it.

3.2.3 Courses

The detailed courses offered by the company are present and a “Learn more” button is placed below it.

3.2.4 Programs

The programs offered by the company are present and a “learn more” button is placed below it.

Welcome to Lync school

Welcome to world class extensive online learning opportunities at Lync School. At Digital school we encourage and guide you to explore your intellectual curiosity.



Mission

Our training programs are designed to accommodate students of all levels. A student is thoroughly interviewed by a panel of interviewers.

[\[Read more\]](#)



Vision

Lync School's Vision is to create a collaborative learning workshop where students contribute to each other's knowledge and growth.

[\[Read more\]](#)



Courses

We've built a world-class curriculum for programming courses. Through a combination of educational structure, top-notch instructors.



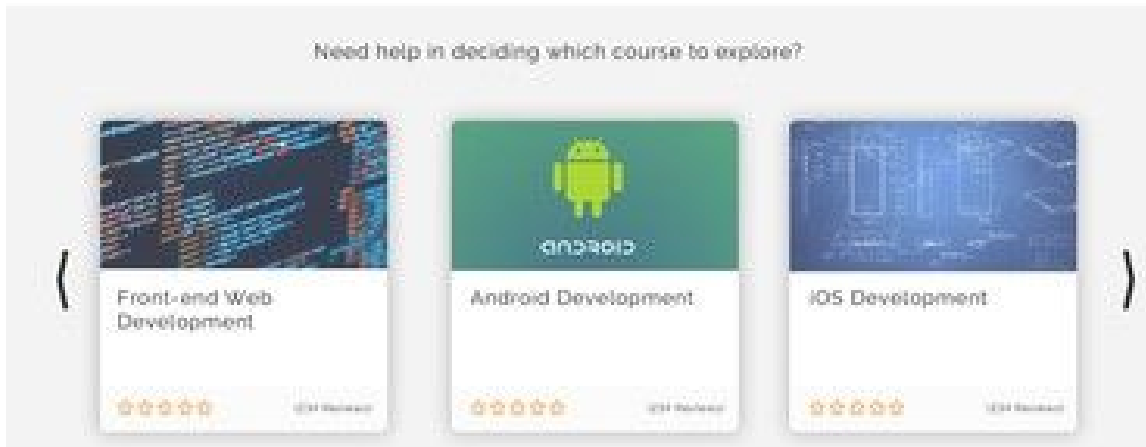
Programs

Our programs are designed in a non traditional approach and focus on collaboration and interaction. We are unique in the way we teach.

3.3 OUR COURSES

“OUR COURSES” is a section present below the “Welcome to Lync School” section. It consists of the courses that are listed below. These courses are placed serially and they slide to the right. If we click on any of these courses it redirects to its course related page.

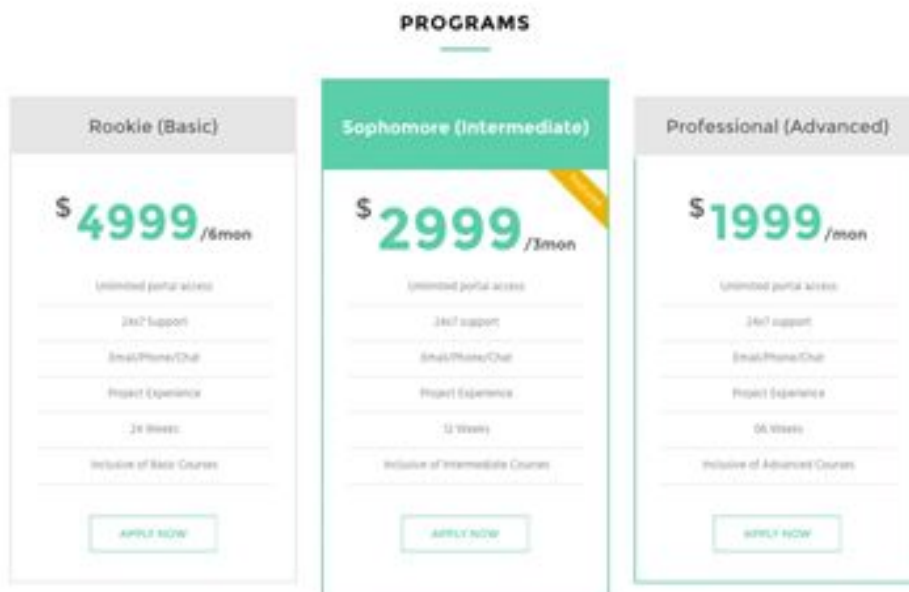
1. WEB/CMS
2. Devops
3. IOS
4. ANDROID
5. UI/UX



3.4 PROGRAMS

“PROGRAMS” is a section present below the “Our Courses”Section. When clicked on the apply now button it redirects to the ‘Programs’ page. Lync School offers different programs which are listed below.

- Rookie(Basic)
- Sophomore(Intermediate)
- Professional(Advanced)



4. FOOTER

The Footer is present at the bottom of the page. It consists of Location, email-id and phone number which are placed serially.

Below this section it consists of the following

4.1 About Us






“About Us” should consists of the content related to the Lync school

4.2 Contact Us

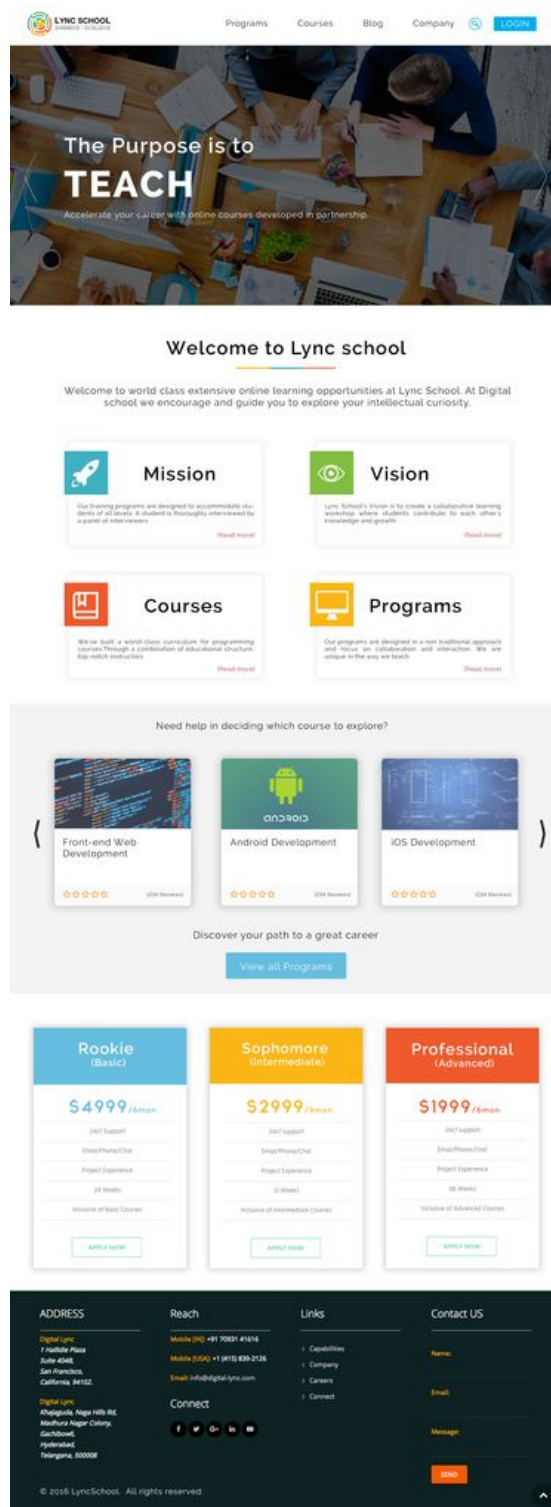
The Address of the Lync School should be provided

4.3 Course Categories

The courses offered by The lync school should be listed here. The Lync School Logo should be present at the bottom left corner of the page. The related social networking sites should be present at the bottom right corner of the page.

ADDRESS	Reach	Links	Contact US
Digital Lync 1 Hallidie Plaza Suite 404B, San Francisco, California, 94102.	Mobile [IN]: +91 70931 41616 Mobile [USA]: +1 (415) 839-2126 Email: info@digital-lync.com	> Capabilities > Company > Careers > Connect	Name: Email: Message: <input type="button" value="SEND"/>
Digital Lync Khajaguda, Naga Hills Rd, Madhura Nagar Colony, Gachibowli, Hyderabad, Telangana, 500008	Connect     		
© 2016 LyncSchool. All rights reserved.			

The Home Page layout image



2. MAIN MENU

2.1 Programs

The “Programs” menu tab redirects to to a new page Programs - (Page Heading)

The First section contains the content related to the description of the lync school program



Lync School Program Description

Lync School accommodates students of all levels in the three training programs that it offers: Rookie, Sophomore and Professional. Beginners with some technology knowledge will be placed in our Rookie program, where they gain elaborate knowledge on technology in three phases. The first phase covers computer basics, second covers the intermediate concepts, and the third covers advanced computer concepts. To ensure complete training, pre-requisites are to be completed before the advanced topics are covered.

Sophomore program is designed for students with basic computer knowledge. They will be offered two phases of training; standard level and pro level. Intermediate phase contains intermediate level courses that are prerequisites for advanced topics. Phase two covers advanced topics.

Professional Program is designed for students with high computer aptitude and have knowledge and capability to grasp advanced computer concepts within 6 weeks. This training session is a computer boot camp are taught and practiced in a collaborative environment within weeks.

The second section of the page consists of three columns and the following content

2.1.1 **Basic/Rookie** - (column 1 heading)

The features that will provided if the customer opts for basic program is present in the form of a list in the Specific column. A ‘select’ button is Also present below it.

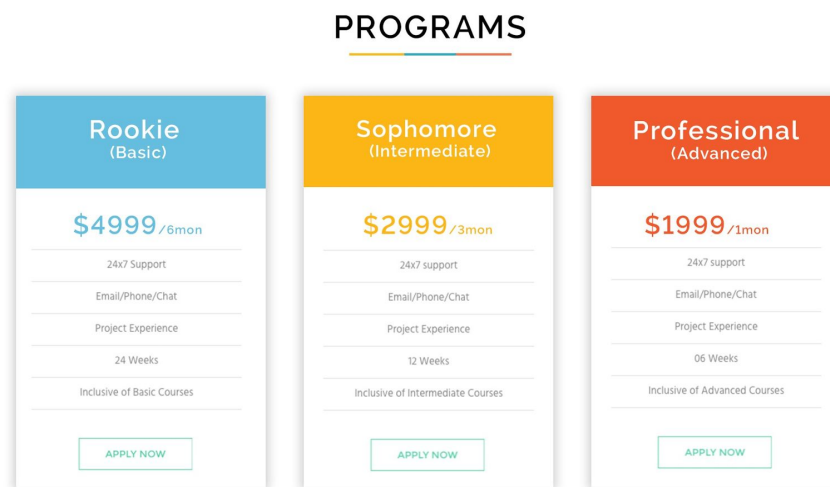
2.1.2 **Sophomore/intermediate** - (column heading).

The features that will provided if the customer opts for Sophomore program is present in the form of a list in that

Specific column. A ‘select’ button is also present below it.

2.1.3 Professional/Advanced - (column 3 heading).

The features that will be provided if the customer opts for Professional program is present in the form of a list in that Specific column. A ‘select’ button is also present below it.



The next section of that page is named as “Start your career”

This section consists of the four prominent features that Lync School provides to its customers.

- Unlimited portal access
- Practise exams
- 24*7 support
- Project experience



START YOUR CAREER

Our programs gives you access to all lesson, practice exams, worksheets and many more.



Unlimited portal access



Practice exams



24x7 Support



Project Experience

“Programs” full page view

[Programs](#)[Courses](#)[Blog](#)[Company](#)[LOGIN](#)

Lync School Program Description

Lync School accommodates students of all levels in the three training programs that it offers; Rookie, Sophomore and Professional. Beginners with some technology knowledge will be placed in our Rookie program, where they gain elaborate knowledge on technology in three phases. The first phase covers computer basics, second covers the intermediate concepts, and the third covers advanced computer concepts. To ensure complete training, pre-requisites are to be completed before the advanced topics are covered.

Sophomore program is designed for students with basic computer knowledge. They will be offered two phases of training; standard level and pro level. Intermediate phase contains intermediate level courses that are prerequisites for advanced topics. Phase two covers advanced topics.

Professional Program is designed for students with high computer aptitude and have knowledge and capability to grasp advanced computer concepts within 6 weeks. This training session is a computer boot camp are taught and practiced in a collaborative environment within weeks.

PROGRAMS

Rookie (Basic)	Sophomore (Intermediate)	Professional (Advanced)
\$4999/6mon	\$2999/3mon	\$1999/1mon
24x7 Support	24x7 support	24x7 support
Email/Phone/Chat	Email/Phone/Chat	Email/Phone/Chat
Project Experience	Project Experience	Project Experience
24 Weeks	12 Weeks	06 Weeks
Inclusive of Basic Courses	Inclusive of Intermediate Courses	Inclusive of Advanced Courses
APPLY NOW	APPLY NOW	APPLY NOW

START YOUR CAREER

Our programs gives you access to all lesson, practice exams, worksheets and many more.



Unlimited portal access



Practice exams



24x7 Support



Project Experience

ADDRESS	Reach	Links	Contact US
Digital Lync 1 Hallide Plaza Suite 404B, San Francisco, California, 94102.	Mobile (IN): +91 70931 41616 Mobile (USA): +1 (415) 839-2126 Email: info@digital-lync.com	Capabilities Company Careers Connect	Name: <input type="text"/> Email: <input type="text"/> Message: <input type="text"/>
Digital Lync Khajaguda, Naga Hills Rd, Madhura Nagar Colony, Gachibowli, Hyderabad, Telangana, 500008	Connect f t G+ in m		SEND

2.2 Courses

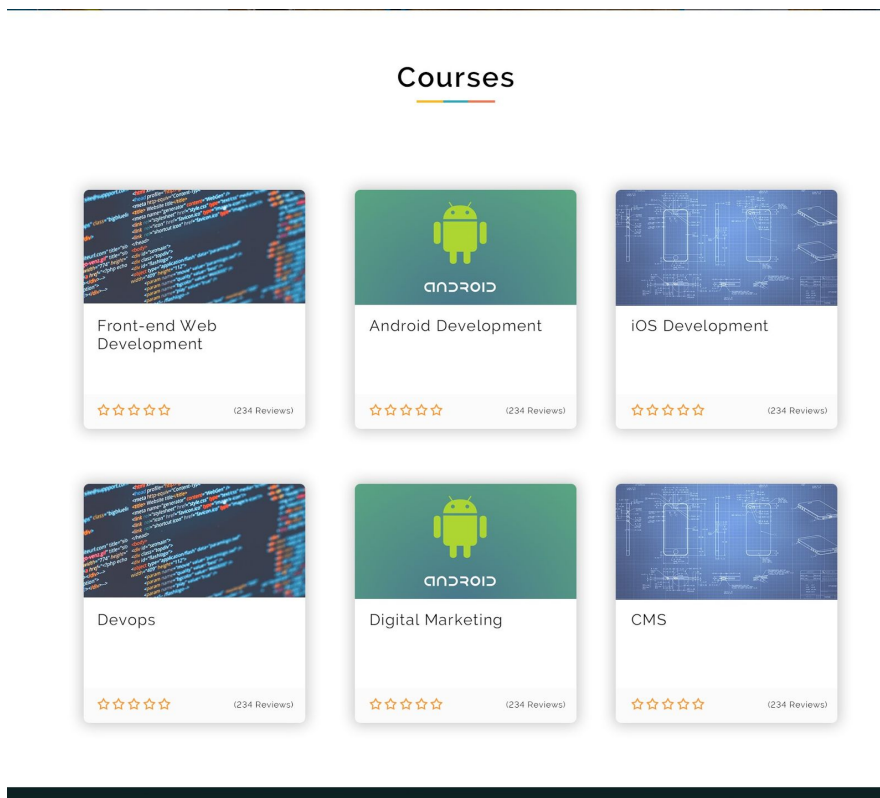
The “Courses” menu tab redirects to to a new page.

Courses - (Page Heading)

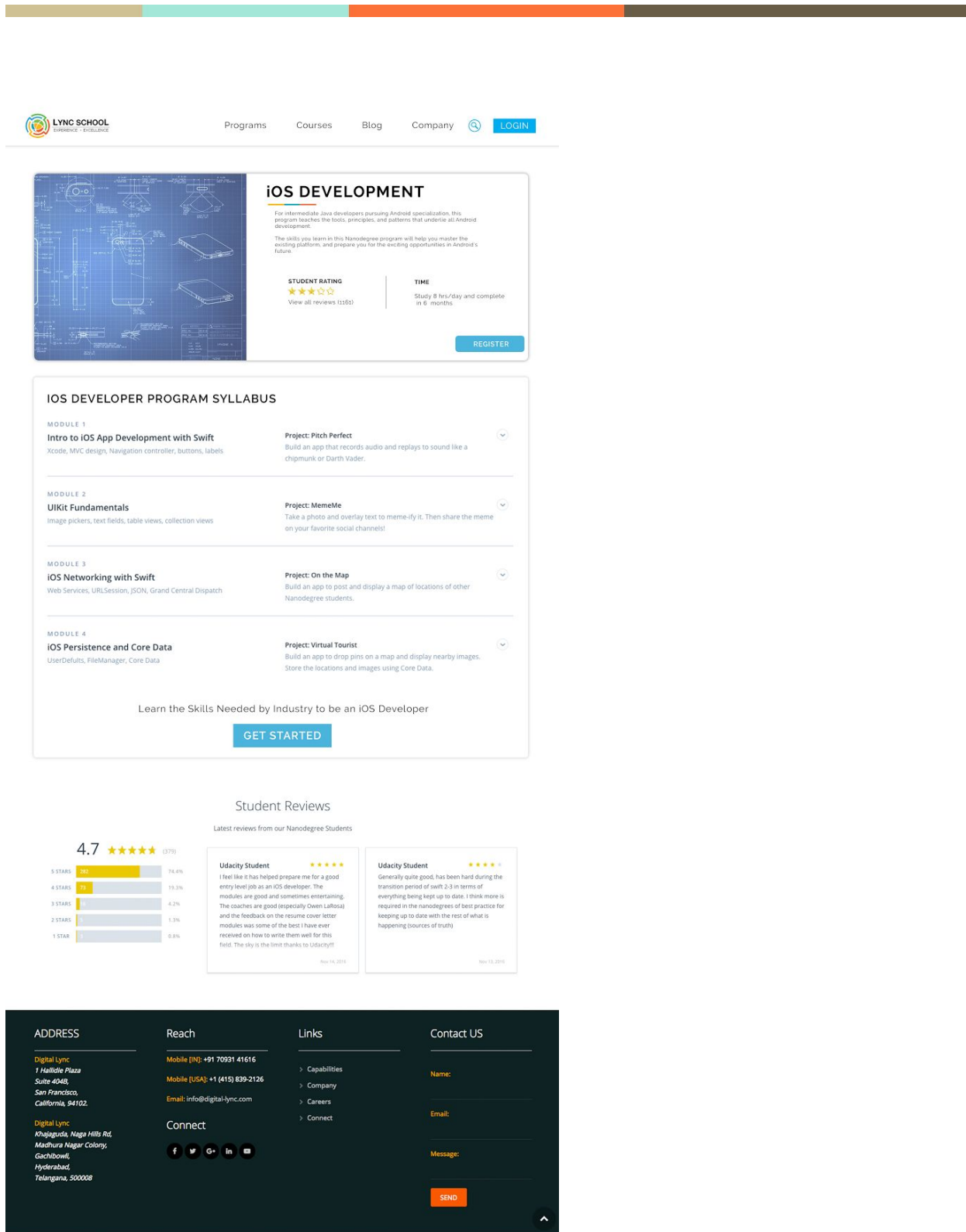
The main section of the entire page are the courses that are present on this page. Every course is present in the form of a block. The image is present on the top of the block and the name of the course is present below the image.

When clicked on any of the courses above it redirects to the Specific course page.

The page consists of 6 courses as follows



IOS Development



It redirects to a new page. The page has a common Header and footer.

1. At the left side of the page, there should be a image of IOS development course and IOS Development(Sub Heading) at the right side of the page

2. Below the sub heading of the course, there should be content related to the specific course

3. The next section consists of the Syllabus related to the mentioned course.

4. Below which the rating is given and the customer reviews can be viewed.

2.3 Blog


“Blog” redirects to a new page

Timeline -(Page Heading)

Here different articles are posted by the people of the company. The posts are related to different technical aspects on which the company works. The layout of the page consists of the articles placed on either side of the vertical line bar present at the centre of the page.



When clicked on a specific article, it redirects to a new page and the complete article can be viewed.



On the top left and right side of the page an arrow is present to toggle between the previous article and the next article.

The page consists of various sections.

On the right side

- A search bar is present
- Categories
- Cloud computing
- Design
- Developer
- Web

If we click on any of these above it redirects to a new page. The content related to the specific category is present.

- Social networking sites links
- Subscribe
- Tags
- Comment box with name and email.
- Button (Post comment)

2.4 Company

The “Company” menu tab consists of a drop down list which includes the following contents.

- Contact
- About Us

2.4.1 Contact


The contact tab redirects to to a new page

Contact Us - (Page Heading)

The page consists of three columns with the following content


- Phone contact and email address
- Address (India)
- Address (US)

Below the columns, A contact form is present to the left side of the page and a route map to the right.




LYNC SCHOOL
EXPERIENCE • EXCELLENCE


[Programs](#)[Courses](#)[Blog](#)[Company](#)[LOGIN](#)




CONTACT



US: +1 (415) 839-2126
India: +91 709 315 1616
Email: support@lynchool.com
Email: info@lynchool.com




India Address:
Lync Digital School Pvt Ltd
2nd Floor, Plot No: 6-11, survey No., 40,
Khajaguda, Naga Hills Rd,
Gachibowli, Hyderabad,
Telangana 500008





US Address:
1 Hallidie Plaza
Suite 404B
San Francisco
CA 94102


Contact Form




Reach us

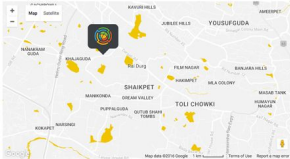
Name *

Email *

Phone Number

Message *

SEND MESSAGE



ADDRESS






Digital Lync
1 Hallidie Plaza
Suite 404B,
San Francisco,
California, 94102.

Digital Lync
Khajaguda, Naga Hills Rd,
Madhura Nagar Colony,
Gachibowli,
Hyderabad,
Telangana, 500008

Reach

Mobile (IN): +91 70931 41616
Mobile (USA): +1 (415) 839-2126
Email: info@digital-lync.com

Connect



Links

- > Capabilities
- > Company
- > Careers
- > Connect

Contact US

Name:

Email:

Message:

SEND

2.4.2 About Us

Proprietary Information Confidential to Digital Lync Technologies Pvt Ltd

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The About Us tab redirects to to a new page

About Us - (Page Heading)

The page consists of two columns with the following content.

- Our Story

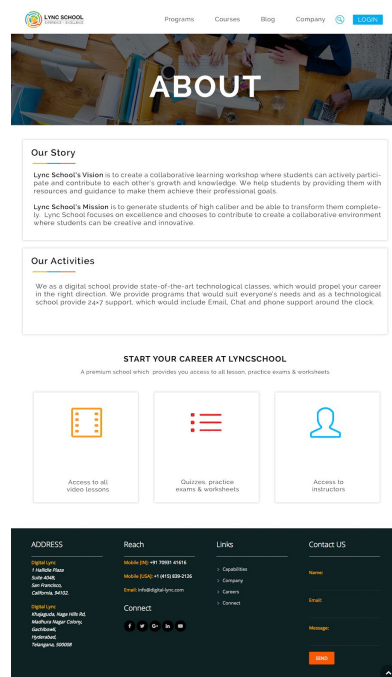
It consists of the content based on the Vision and Mission of the company

- Our Activities

It contains the activities that the company involves in. The next section consists of the heading ‘Start your career at Lync School.’

The list of contents present are as follows

- Access to all video lessons
- Quizzes, practise exams and worksheets
- Access to instructors.



USE CASES

Use Case Diagram

Use Case Narrative

<Each Use Case should be documented using this template. Refer to the Appendix for Use Case Narrative instructions>

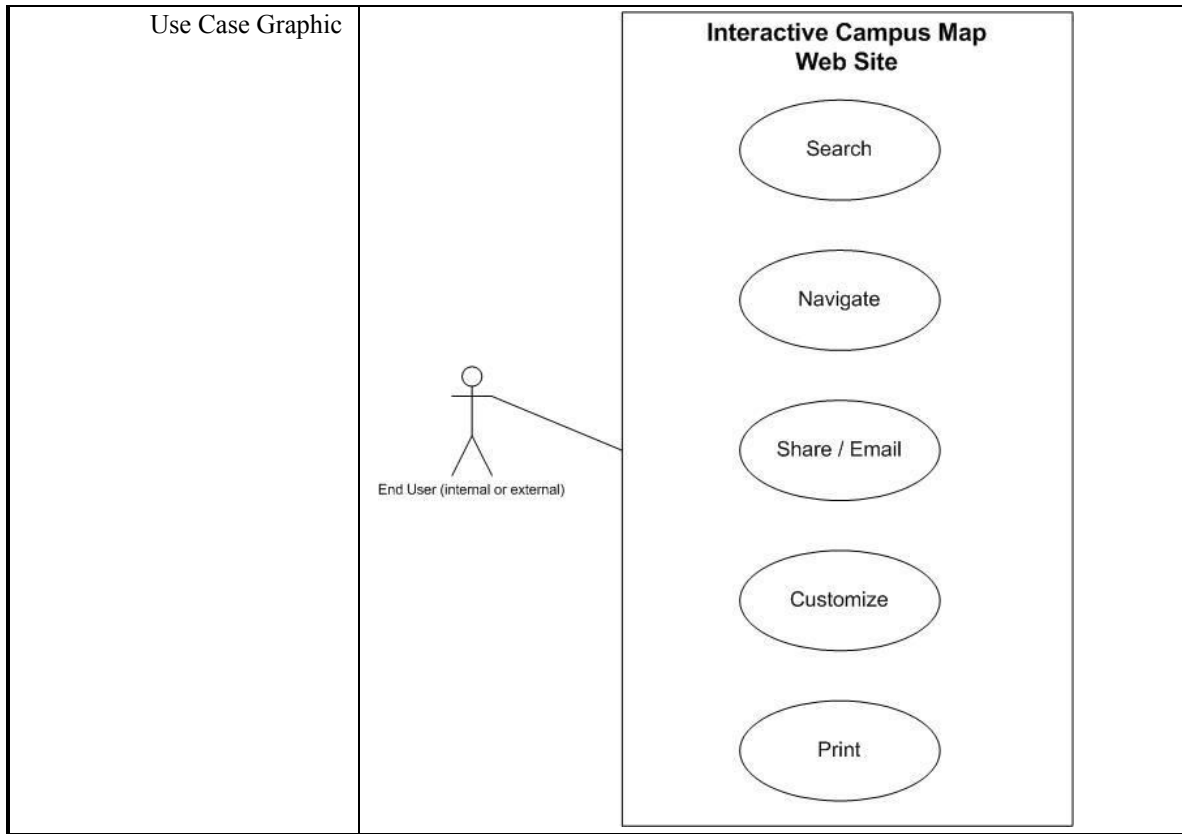
Use Case ID:			
Use Case Name:			
Created By:		Last Updated By:	
Date Created:		Date Last Updated:	

Actors:	
Description:	
Preconditions:	
Postconditions:	
Normal Course:	
Alternative Courses:	
Exceptions:	
Includes:	
Priority:	
Frequency of Use:	
Business Rules	
Special Requirements:	
Assumptions:	
Notes and Issues:	
Use Case Graphic	

Example of a completed use case:

Use Case ID:	1		
Use Case Name:	View Interactive Campus Map		
Created By:	Dan Sward	Last Updated By:	
Date Created:	4/19/09	Date Last Updated:	

Actors:	User
Description:	This use case describes the main way this interactive campus map will be used – as a web browser accessed application. The user accesses the appropriate URL and interacts with the functionality made available.
Preconditions:	Web browser opened, and interactive campus map URL accessed.
Postconditions:	User navigates from interactive campus map web site.
Normal Course:	<ol style="list-style-type: none">1. Open browser2. Navigate to campus map URL3. Interact with the campus map using available functionality
Alternative Courses:	None
Exceptions:	None
Includes:	
Priority:	High
Frequency of Use:	Once per visit.
Business Rules	TBD...
Special Requirements:	<ul style="list-style-type: none">• 24/7 access• Response times comparable to common web mapping solutions (e.g. Google Maps)• U of M accessibility requirements• U of M eCommunications requirements
Assumptions:	
Notes and Issues:	



APPENDIXES:

Appendix A – Business Process Flows

<Describe the current existing process workflow using flow diagrams (i.e. Visio Flowcharts) and/or a detailed narrative.>

Appendix B – Business Rules Catalog

Traceability Matrix

Use Case Narrative Instructions

<Instructions for completing the Use Case Narrative are included here. Remove these instructions from the completed Business Requirements Document>.

Use Case Field Name	Definition
Use Case ID	Give each use case a unique numeric identifier, in hierarchical form: X.Y. Related use cases can be grouped in the hierarchy. Functional requirements can be traced back to a labeled Use Case.
Use Case Name	State a concise, results-oriented name for the use case. These reflect the tasks the user needs to be able to accomplish using the system. Include an action verb and a noun. Some examples: <ul style="list-style-type: none"> • View part number information. • Manually mark hypertext source and establish link to target. • Place an order for a CD with the updated software version
Created By	Include the name of the person who initially documented this Use Case.
Date Created	Enter the date on which the use case was initially documented
Date Last Updated	Enter the date on which the use case was most recently updated
Last Updated By	Include the name of the person who performed the most recent update to the use case description.
Actor	Enter the person or other entity external to the software system being specified who interacts with the system and performs use cases to accomplish tasks. Different actors often correspond to different user classes, or roles, identified from the customer community that will use the product. Name the actor(s) that will be performing this Use Case.
Description	Provide a brief description of the reason for and outcome of this use case, or a high-level description of the sequence of actions and the outcome of executing the Use Case.
Preconditions	List any activities that must take place, or any conditions that must be true, before the Use Case can be started. Number each precondition. Examples: <ul style="list-style-type: none"> • User's identity has been authenticated. • User's computer has sufficient free memory available to launch task
Post conditions	Describe the state of the system at the conclusion of the use case execution. Number each post condition. Examples: <ul style="list-style-type: none"> • Document contains only valid SGML tags. • Price of item in database has been updated with new value
Normal Course	Provide a detailed description of the user actions and system responses that will take place during execution of the use case under normal, expected conditions. This dialog sequence will ultimately lead to accomplishing the goal stated in the use case name and description. This description may be written as an answer to the hypothetical question, "How do I <accomplish the task

	stated in the use case name>?” This is best done as a numbered list of actions performed by the actor, alternating with responses provided by the system.
Alternative Courses	Document other, legitimate usage scenarios that can take place within this use case separately in this section. State the alternative course, and describe any differences in the sequence of steps that take place. Number each alternative course using the Use Case ID as a prefix, followed by “AC” to indicate “Alternative Course”. Example: X.Y.AC.1
Exceptions	Describe any anticipated error conditions that could occur during execution of the use case, and define how the system is to respond to those conditions. Also, describe how the system is to respond if the use case execution fails for some unanticipated reason. Number each exception using the Use Case ID as a prefix, followed by “EX” to indicate “Exception”. Example: X.Y.EX.1
Includes	List any other use cases that are included (“called”) by this use case. Common functionality that appears in multiple use cases can be split out into a separate use case that is included by the ones that need that common functionality.
Priority	Indicate the relative priority of implementing the functionality required to allow this use case to be executed. The priority scheme used must be the same as that used in the software requirements specification.
Frequency of Use	Estimate the number of times this Use Case will be performed by the actors per some appropriate unit of time.
Business Rules	List any business rules that influence this Use Case.
Special Requirements	Identify any additional requirements, such as nonfunctional requirements, for the use case that may need to be addressed during design or implementation. These may include performance requirements or other quality attributes.
Assumptions	List any assumptions that were made in the analysis that led to accepting this use case into the product description and writing the use case description.
Notes and Issues	List any additional comments about this use case or any remaining open issues or TBDs (To Be Determined) that must be resolved. Identify who will resolve each issue, the due date, and what the resolution ultimately is.

